

## **ABSTRACT OF THE DISCLOSURE**

Anisotropic optimization is a technique to reduce the number of texture samples anisotropically filtered to determine a texture value associated with a graphics fragment. Reducing the number of texture samples anisotropically filtered reduces the number of texture samples read from memory and speeds up the filter computation. A programmable bias is used to control the number of texture samples used during anisotropic filtering, permitting a user to determine a balance between improved texture map performance and anisotropic texture filtering quality.